ReadMe for: DM-((NBK))-FusionFacility ][
Unreal Tournament 2004
Release Date: Saturday, Sep 20, 2008

Title:  DM-((NBK))-FusionFacility][

Filename:  DM-((NBK))-FusionFacility.rar
Version:  Final
Last Update:  : Saturday, Sep 20, 2008
Author:  Michael 'DxTrEmeFx' Lalla
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Author's Homepage: http://www.dxfxhose.com
Comments: I would like to thank all of my Clan Mates for being a close family. I would like to thank Count Shokula for all of his help all the time when he has it.
All of the mappers at Unreal Playground, Beyond Unreal for the longlasting comunity of support.
Other Levels By Author: 2 many to name 20 or so UT 99 maps and 6 UT 2k3 maps 7 2k4 maps.


Play Information


Game:  Unreal Tournament 2004
Level Name:  DM-((NBK))-FusionFacility][
Game Type:  UTDM
Botmatch:  Yes
Single Player:  No
Teamplay:  No
Difficulty Settings:  Only For Bots
New Textures:  No
New Sounds:  No
New Music:  No
Mods:        No
Mutators:  No


Construction


Base:  Original Map
Build Time:  longtime
Recommended # of Players:  2-15
Editor(s) Used:  UnrealEd 3.0
Known Bugs: were fixed, missing sound pack deleted and botpathing fixed
Inventory:
Weapons: Flak Cannon, Sniper Rifle, Pulse Blaster, GES Bio Rifle, Minigun, ASMD Shock Rifle, Rocket Launcher
Armor and PowerUps:  Health Packs, Shield Belt, Health Vials, Damage Amplifier, Keg O' Health
Mods:
Installation


Unzip the DM-HC-Bachelor pad-2K4-Dx *.unr file in your Unreal Tournament2004/Maps directory, then either doubleclick on it, or type 'open DM-((NBK))-FusionFacility][ ' in the console or select the Map in a Botmatch or an Internet game.
*.unr files go in Maps/
*.utx files go in Textures/
*.ogg files go in Music/
*.uax files go in Sounds/
*.u and *.int files go in System/
*.usx files go in StaticMeshes/
Folders
Extended Description


None

Author's Notes


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